AMSTRAD

THE NEVERENDING STORY

ocean

THE NEVERENDING STORY
"A BOY WHO NEEDS A FRIEND FINDS A WORLD THAT NEEDS A HERO"

The Story

The computer game follows the main theme of the film and is set in "Fantasia", a world of the imagination facing extinction by the "All consuming Nothing", erroding its very fabric and condeming it to oblivion. It is in desparate need of a hero from the "Real World", someone to believe in it and thus renew its life.

That someone is a small boy, Bastian Balthazar Bux, who discovers a dusty old book on the shelves of an antique bookshop. The title is "The Neverending Story" and it chronicles the ever changing fortunes of the people of "Fantasia".

Bastian takes the book and blowing the dust from its jacket reveals the front cover depicting "Auryn" the silver and gold medallion symbolizing the strength of "Fantasia". On reaching school he avoids his teachers, climbs into an abandoned attic and settling himself down on an old rug begins to read the compelling tale.

The many peoples of "Fantasia" are gathered to seek audience with their Empress, but are dismayed to find her ill and weak. "Cairon", the physician gives them encouragement, telling of a hero, a small boy from the plains by the name of Atreyu – the only person who can find the saviour of "Fantasia". In the game you take the part of Atreyu and only through your endeavours will the Kingdom be restored to its former glory!

The main characters that you will encounter are listed below and you must judge whether they will help or hinder your quest.

The Three Travellers –
Rockbiter, Teenyweeny and Nighthob, these three friends are on their way to the Ivory Tower, home of the Empress, to see her.

Gmork the Werewolf –
The main servant of the "Nothing". He will use all his powers to catch the one person who can stop his master from destroying "Fantasia" – so don't dawdle.

The Empress –
The eternal, ever youthful, ruler of Fantasia. She lives at the very top of the Ivory Tower.

Morla – The Ancient One –
The oldest inhabitant, Morla is an enormous earth covered tortoise who lives in the "Swamps of Sadness".

The Gnomes –
Engywook and Urgll, live in the Southern Lands.

Falkor –
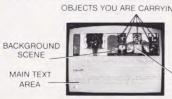The Luckdragon, a huge white dragon who will lend assistance to anyone who carries Auryn.

Artax –
The faithful steed of Atreyu.

The Game

"The Never Ending Story" is a graphic text adventure with illustrations for some locations, some "Events" and all objects. Experienced Adventures may not wish to read the following explanation but for all others it will enhance the understanding and enjoyment of the game.

If you haven't played an adventure game before, don't be put off, its not difficult and will give hours of enjoyment. You are embarking on a voyage of discovery with problems to solve, obstacles to avoid, characters to meet and an ultimate goal (in this case to save Fantasia from the "Nothing"). In most ways it isn't any different from other game types – only in the method of presentation and the way you interact with it.

The computer will describe to you, in words, your current location, the characters and any objects that are there. Once you have decided what to do (in this game you take the role of the hero, Atreyu) you instruct the computer by typing in your request in a limited form of English. The format of the words that the computer understands is explained later in "The Language", but it has been deliberately kept simple to allow more room for game data. If the computer can understand what you have typed it will perform the required action and describe the results to you.

The game is split into three parts (there is over 100k of code and data altogether) which must be played in order. (You cannot begin Part II until you have completed Part I and so on). The three sections are divided up by storyline and any objects that you are carrying when you finish a part will be retained for possible use in the next one. (It is important to remember this if you come across an object, but can find no use for it in the current part). The use of graphics in this game is quite different to some adventure games. Firstly every object has a small illustration; up to five can be carried at one time and they will be displayed at the top right-hand of the screen. If at any time, you have a companion with you (either Falkor or Artax) then their picture will appear at the bottom of the object display area. Larger illustrations for locations or depicting events appear in the top left of the screen and approximately one third of these are of the "Event" type. It should be noted that none of the graphics are designed to replace the text but to enhance it!

OBJECTS YOU ARE CARRYING

BACKGROUND SCENE

MAIN TEXT AREA

COMPANION

The Language

You control Atreyu by instructing the computer in a restricted form of plain English, however there are a few simple rules to bear in mind:-

(i) Every instruction must have a verb. Some of the "verbs" that the computer understands are not strictly English verbs, so it is helpful if you regard a "verb" as a word which causes an action.

(ii)   Some "verbs" need a "noun" to operate on – e.g. GET AURYN "Get" is the verb and "Auryn" is the noun.

(iii) The program will pick out the words it "understands" from a sentence and if it finds a word that isn't in its vocabulary, the computer will tell you what it is.

(iv)   If you wish to type in more than one sentence at a time you can separate them with the word "and" e.g. Get the apple "and" go East.

(v)   You need only type the first three letters of a word for it to be understood.

Here are the most commonly used words to get you started.

Look (or L)	To look around. This re-displays the description of the current location (it is done automatically if you move to a new location).
North (or N) **North East (or NE)** **East (or E)** **South East (or SE)** **South (or S)** **South West (or SW)** **West (or W)** **North West (or NW)**	These are movement verbs that are used most often. You can type just the direction or place the word "Go" in front, (it makes no difference). Of course the program will only let you move in a specified direction if it is possible.
GET/DROP –	For picking up or dropping an object.
INVENTORY –	This instruction displays in text format a list of the objects that you are carrying. (You can also reference this on the objects illustration display).

Time

If you spend too long contemplating your next move (and the game is not on pause) then "Time" will pass and anything typed in and "Left" will be interpreted.

General Advice

(i)   Draw a map – Unless you have an unusually good memory it will be enormously helpful to chart your progress.

(ii)   Everything you come across in the Adventure will have a use – you only have to find out what it is!

GOOD LUCK

THE NEVERENDING STORY

Loading

Insert the game disk into the disk drive. Now type"IDISC★ to make sure that the machine can access the disk drive. Now type RUN "NEVEREND" and press [RETURN]. The game will now load automatically. When it has finished loading the credits page will appear and the theme tune will begin to play press the space bar to enter the game proper.

The computer will now be asking whether you wish to restore an old game or not if you do press the Y key and then follow the procedure for loading an old game as below. If you wish to start a new game then press N.

The computer will now load Part I and then after a short introduction you will be into the adventure itself.

Savings/Loading a Game:

Always swop the game disk for a blank formatted disk before you do this. As soon as you press [return] to enter the file name, loading/saving will begin. When the Load/Save has finished put the game disk back into the drive.

[Important: always make sure there is a disk in the drive when loading or saving.]
The following is a list of "Verbs" (Action Words) which the computer will understand.

Acceptable "Verbs"

GO	NORTH	NORTH EAST	EAST
SOUTH EAST	SOUTH	SOUTH WEST	WEST
NORTH WEST	UP	DOWN	DROP
ATTACK	LIGHT	ENTER	IN
PULL	LOOK	GET	TAKE
INVENTORY	EAT	FLY	CLIMB
BLOW	RIDE	SMASH	HIT
OUT	READ	REMOVE	
OPEN	CUT	UNLOCK	LOCK
CLOSE	TIE	FASTEN	SAY

Special Verbs

WAIT – Use if you want to just let time pass.

PAUSE/ To Pause the game if you leave the game unattended without doing this (Time) will still continue.

SAVE – To save the current state of play. The program will ask you for a file name, never attempt to save games onto your master disk. Remember disks must not be full and must be formatted otherwise error will result.

LOAD – To restore a save game. (The computer will need to know the file name so make sure that it is written down.)

QUIT/ To end the game in progress.

We wish you many hours of enjoyment with "The Neverending Story".

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Game design and programming by Ian Weatherburn.

Produced by D. C. Ward.   © 1985 Ocean Software Limited.